AUTOMA FOR SCYTHE

INVADERS FROM AFAR

DESIGNER: DAVID STUDLEY
SPECIAL ADVISORS: LINES J. HUTTER & MORTEN MONRAD PEDERSEN

COMPONENTS

2 Automa reference cards (with specific rule changes for the Albion and Togawa factions)

SETUP

If the Automa is playing as Albion or Togawa, place the four Flag or Trap tokens, whichever is appropriate, on the Automa's faction mat. Randomize the Trap tokens and place them face down. You're ready to go.

GAMEPLAY

All rules from the original Scythe Automa rulebook remain in force, except where expressly modified in this rulebook. Such modifications are only made in relation to the Albion and Togawa factions.

Traps and Flags placed by the Automa have no effect on its movement, except that the character of an Automa playing Togawa will sometimes move to an unarmed trap. Traps placed by you can influence its movement.

Since the Automa receives the additional points provided by Traps or Flags, playing against the new factions presents a greater challenge. Careful consideration will be required, if you are to triumph.

MOVEMENT RESTRICTION FOR ALBION AND TOGAWA

The original rules state that as long as the Star Tracker token is on a space with a on it, Automa units cannot use lakes or cross rivers. When the Automa is playing as Albion or Togawa, Automa units have an additional restriction: They cannot move onto a tunnel territory, as long as the Star Tracker token is on a space.

THE AUTOMA PLAYING AS ALBION

PLACING FLAGS: With Albion, the Automa gets the advantage of placing Flags provided in Scythe: Invaders from Afar. At the end of the game, these Flags are scored as described in the expansion rules. Flag placement occurs when the Encounter/Factory action ( ) is resolved. After ending its movement, if the Automa has any Flags remaining, place one on the territory with its character.

THE AUTOMA PLAYING AGAINST ALBION

There are no changes when you play as the Albion faction.

THE AUTOMA PLAYING AS TOGAWA

PLACING TRAPS: With Togawa, the Automa gets the advantage of placing Traps provided in Scythe: Invaders from Afar. At the end of the game, these Traps are scored as described in the expansion rules. Trap placement occurs when the Encounter/Factory action ( ) is resolved. After ending its movement, if the Automa has any Traps remaining, place a random armed Trap on the territory with its character. You do not get to see which Trap was selected unless you trigger it in the normal course of play.

REARMING TRAPS: If evaluating the Encounter/Factory action ( ) does not present a valid move and if there are disarmed Traps on the board, the character will move to the territory containing a disarmed Trap and arm it.

This action follows all of the rules of the Encounter/Factory action ( ) *except* that the territory of the disarmed Trap does not need to be in the neighborhood of any Automa unit to be valid. *The Automa's character is able to move to any territory with a disarmed Trap* when taking the Encounter/Factory action ( ).

If there are multiple disarmed Traps, choose the one that is the shortest distance from an enemy unit. Use normal reading order to break ties.

THE AUTOMA PLAYING AGAINST TOGAWA

The Automa triggers Traps and incurs penalties as in the multi-player game, *except for the Trap with popularity loss as its penalty*, which the Automa can trigger, but does not suffer the penalty.

To have the Automa actively attempt to trigger Traps, 'Territory with an armed Trap' is added as a new tiebreaker (before 'Normal reading order') for *all move actions* against this faction. Hence, when choosing a destination, there will be three tiebreakers instead of two:

TIEBREAKER 1: Territory closest to Factory.

TIEBREAKER 2: **Territory with an armed Trap.**

TIEBREAKER 3: Normal reading order.

Automa Factory